



## Game Roost Official Forge Compendium

### Forge Overview

Welcome to the **Forge**! In this league, players will participate in a 6-week battle using Wizards of the Coast officially printed preconstructed decks of their choice. Throughout a series of weeks, players will upgrade their decks within the given constraints, battle opponents, obtain points, and compete for the title of **Forgemaster**. This document provides an overview of the league rules and guidelines to ensure a fair and enjoyable experience for all participants.

### League Schedule

- **Start Date:** Thursday, 27th June.
- **Upgrade Frequency:** Each week following the 27th for the duration of the league.
- **Upgrade Increments:** Up to 5 cards, \$10 budget per week.

## Preconstructed Deck Choice Requirements

- **Decks Eligibility:** All MTG commander preconstructed decks are eligible excluding the banned decks below:
  - Necron Dynasties
  - Urza's Iron Alliance
  - Eldrazi Unbound
  - Quick Draw

## Commander Requirements

- **Allowed Commanders:** The commander(s) must have been included within the original preconstructed deck. Utilizing commander(s) that were not the face card of the precon **is permitted but MUST have been included in the initial preconstructed decklist.**
- **Swapping Commanders:** Swapping in other commander(s) that were not in the original precon deck is **not permitted** and goes against the spirit of the league.

## Upgrades

Upgrades happen every week of the league. At any time during the week a player may upgrade up to 5 cards in their deck as long as the **total priced sum** of these cards does not exceed the limit for the week. Any additional budget can be accumulated for later weeks. This means that if you max out your upgrades each week, you will have upgraded 25 cards in your deck at the end of the league.

## Pricing Guidelines

The official prices will be taken as the lowest tournament legal NM version listed on Card Kingdom. Prices will be 1:1, no currency conversions are applied.

## Upgrade Tracking

Players are to submit their list of upgrades each week before playing any league games on Thursday preferably via a Moxfield link. When using Moxfield, please only include your upgrades, not the entire decklist. If you cannot use Moxfield, please discuss an alternative with a Game Roost employee.

## League Games

- **Game Composition:** Games must consist of 4 players.
- **Game Eligibility:** A game is eligible if there are 4 players present on a Thursday evening and agree unanimously it will be a league game.
- **Maximum Games:** All league games must be played at Game Roost on a Thursday, up to a maximum of 2 league games per week. You are welcome to play additional games, but these will not be scored as part of the league (including any bounties).

## Starting the Game Rules & Mulligans

- **Starting the Game:** Players will randomly determine seating or player arrangement and then start the game as set forth in [CR 103.2](#).
- **Free Mulligan:** Players are granted one free mulligan.
- **Additional Mulligans:** Follow the rules set forth in [CR 103.5](#) of the Comprehensive Rules.

# Points System

## Points System Overview:

The goal of this points system is to encourage active engagement by rewarding players for their participation and enthusiasm, in addition to level of experience. It fosters an environment where cleverness, creativity, and diverse gameplay are celebrated, motivating players to explore unique strategies and tactics. Finally, the system cultivates a spirit of camaraderie and good sportsmanship, nurturing a positive culture of respect and support for fellow players.

## Game Points:

These points can be scored during **any** of a player's league games.

### “Spirit of the Format” (1 point):

Each player receives **1 point** for casting their commander at least once during a match (regardless of the outcome).

### Game Victory (4 points):

The winning player of each game receives **4 points**. If a game ends in a draw or tie, all players receive **0 points**.

### First Blood (1 point):

The first player who deals damage (or loss of life) to an opponent in a game receives **1 point**.

### Guardian Angel (1 point):

If a player successfully saves another player (i.e., prevents them from losing the game) by using a card or ability, they earn **1 point**. This can include actions such as using removal on an attacking creature an opponent controls or countering a lethal spell that would kill the other player. This only counts towards saving **other** players, **not** preventing all players (including yourself) from losing. *Example: if a player is about to combo off and win the game and you prevent them from doing so you **do not** get 2 points for saving the other 2 players from losing.*

**Can only be scored once per game.**

## Bounties:

These can be claimed once per league per player.

<b>Bounty:</b>	<b>Points:</b>
<b>Deck Swap:</b> To achieve this bounty a player must play one game with another league member's deck.	<b>1 Point</b>
<b>I swear I drew this:</b> Play Sol ring on Turn 1.	<b>1 Point</b>
<b>Level the playing field:</b> Destroy/exile/bounce an opponent's Sol ring.	<b>2 Points</b>
<b>No fun allowed:</b> Destroy/exile/bounce an opponent's Commander.	<b>1 Point</b>
<b>Too busy for Magic??:</b> If a player misses a league evening they can claim this bounty.	<b>2 Points</b> (This will be tracked manually, please let organizers know if you have missed a week)
<b>This is getting out of hand:</b> Have 15 non-land, non-token permanents in play.	<b>5 Points</b>
<b>Why do I need a Library, I can't read:</b> Have more cards in your graveyard than your library at the end of a turn.	<b>2 Points</b>
<b>Surely this time it will work:</b> Pay an additional 8 mana for commander tax.	<b>5 Points</b>
<b>Math is for blockers:</b> Kill three opponents with combat damage in a single turn.	<b>6 Points</b>
<b>Wait, you guys have card draw?:</b> Be the first player at the table to have no cards in hand.	<b>2 Points</b>
<b>I think I have too much card draw:</b>	<b>5 Points</b>

Discard 3+ cards during the cleanup step.	
<b>Blackjack:</b> Kill a player with commander damage <b>OR</b> be killed with commander damage.	<b>3 Points</b>
<b>Hey buddy... You got this 👍:</b> Block an attacking creature with power greater than 10 with a creature with toughness less than 3 (the blocking creature has to die for bounty to be redeemed).	<b>2 Points</b>
<b>It's not personal...:</b> Kill a player while all other opponents are above 30 life.	<b>5 Points</b>
<b>It's just business:</b> Overkill a player by bringing them to at least -20 life with combat damage.	<b>5 Points</b>
<b>Maybe this hand wasn't good:</b> Play no spells until turn 4.	<b>1 Point</b>
<b>Stop hitting yourself:</b> Damage a player with a creature they own.	<b>2 Points</b>
<b>Fair's Fair:</b> Attack all opponents without attacking the same player twice.	<b>1 Point</b>
<b>I didn't hear no bell:</b> Win a game while at 5 or less life.	<b>6 Points</b>
<b>What format is this again?:</b> Finish a game without playing your commander.	<b>1 Points</b>

## Tracking Game Results

- Game results will be tracked using the linked [Google Form](#). **After each game each individual player should submit the form to report the game results and their impact on the game. If you do not submit a form, you will not receive points for that game or any bounties completed.**

## League Results

Points will be distributed throughout each game of the league, and upon completion of bounties. At the end of the league, the points are tallied up, and the player with the most points becomes the **Forgemaster**.

## Rewards

Details regarding league rewards will be announced at a later date.